Board Game Memes

Tiananmen 2014
Asymmetric Player Powers
Cyclic vs. Radial Connection (see Hex / Nash)
Game is a Political Statement
Handicap System
Pure Strategy

Train 2009
Hidden Name: "Train to Auschwitz"
Game is a Political Statement
Educational: Complicity
One Time Play
Randomizer: 8 Sided Dice
Secret Information
"Win" by Realization

Santorini 1985
3D Board (from 3D Tic Tac Toe)
Asymmetric Player Powers
Guaranteed to End
Minimal Rules
Neutral Pieces
Shrinking Play Area
Stepping Up 1 Level
Ties Impossible
Win by Achievement

Cosmic Encounters 1977
Asymmetric Player Powers
Secret Information (from Tien Gow)
Multi-Player
Win by Achievement

A Feast for Odin 2016
1-4 Players
Cover the Board
Economic
Shape: Polyominoes
Win by Points

Patchwork 2014
1D Drafting (see Flinch)
Cover the Board
Pure Strategy
Shape: Polyominoes
Win by Points

Dvonn 2001
2D Board
Guaranteed to End
Hexagonal Grid
Minimal Rules (from Go)
Neutral Pieces
Shrinking Play Area
Top Piece Controls Stack

Rumis / Blokus 3D 2003
2-4 Player
3D Board (from 3D Tic Tac Toe)
Connected: 3D
Cover the Board
Pure Strategy (2 Player)
Shape: 3D Polyominoes
Win by Points

Super Motherload 2015
2-4 Player
2D Board
Connected: 2D
Crowning / Promoting / Evolving
Fantasy / Sci-Fi
Special Ability: Cards
Suits
Win by Points

Blokus 2000
2-4 Player
2D Board
Combinatorial
Connected: 2D
Cover the Board
Shape: Polyominoes
Pure Strategy (2 Player)
Win by Points

Isola 1973
2D Board
Pure Strategy
Neutral Pieces
Minimalist Rules
(from Go)
Shrinking Play Area

WYPS 2009
Edge to Edge Connection
Hexagonal Grid
Randomizer: Blind Draw
Word Game

***Star** 1999
2D Board
Connected: 2D
Hexagonal Grid
Pure Strategy (from Go)
Shape: Star
Special Ability: Spaces
Win by Points

Inversé 2006
Combinatorial
Shape: Rectangular Cuboids (see Pentomino)
Pure Tactics
Win by Going Last

Pentomino 1969
Combinatorial
Shape: Polyomino
Win by Going Last

Pan-Kai 1960
Combinatorial
Shape: Polyominoes (see Dominoes)
Pure Tactics
Win by Going Last

Nim 1901
Pure Tactics
Win by Going Last

Dots and Boxes 1889
2D Board
2 Player
Guaranteed to End
Minimal Rules
Pure Strategy
Surround & Conquer
Two Layered Structure
Win by Points

ConHex 2002
Connectivity: Edge to Edge
Two Layered Structure
Ties Impossible
Win by Connectivity

Calculus 1997
Continuous Board (from Kriegsspiel / Prussian Military Game)
Edge to Edge Connection
Minimal Rules
Perception: Distance
Win by Connectivity

Twixt 1979
Edge to Edge Connection
Two Layered Structure
Win by Connectivity

Hex / Nash 1942
2D Board
Connectivity: Edge to Edge
Hexagonal Grid
Minimal Rules
Ties Impossible
Pure Strategy

Polarity 1986
Continuous Board (from Kriegsspiel / Prussian Military Game)
Minimal Rules
Perception: Distance

Othello / Reversi 1883
2D Board
Communal Pieces
Connected: 2D
Guaranteed to End
Flip by Pincering
Flippable / Tappable Pieces
Minimal Rules
Surround & Conquer
Win by Points

Congo 1874
Guaranteed to End
Hexagonal Board
Minimal Rules
Multi-Player
Pieces Fixed
Pure Strategy (2 player)
Win by points

Caylus 2005
1D Linear Board (from Hare and Tortoise)
Growing Play Area (from Dominoes)
Pure Strategy (2 player)
Randomized Setup
Worker Placement
Win by Points

Agricola 2007
Growing Play Area
Randomized Setup
Win by Points
Worker Placement

Carcassonne 2000
Area Control / Majority Points (from El Grande)
Area Points
Growing Play Area (from Dominoes)
Revealed Board
Worker Placement

Tzolk'in 2012
Randomized Setup
Worker Placement
Win by Points

Isle of Skye 2015
Bidding
Economic
Everyone has Own Play Area (from Bingo)
Growing Play Area
Secret Information
Win by Points

Capital 2016
Everyone has Own Play Area
Growing Play Area
Simultaneous Drafting (from 7 Wonders)

Ra 1999
Bidding
Area Control / Majority Points
Set Collection
Win by Points

Puerto Rico 2002
Economic
Everyone has Own Play Area (from Bingo)

Splendor 2014
Cards
Economic
Randomizer: Blind Draw
Randomized Layout
Win by Points

Sushi Go! 2013
Cards
Economic
Randomizer: Blind Draw
Simultaneous Drafting
Win by Points

For Sale 1997
Bidding
Cards
Economic
Randomizer: Blind Draw
Randomized Layout
Win by Points

Hnefatafl 400
2 Player
2D Board
Asymmetric Player Powers
Nordic
Pure Strategy
Theme: Warfare
Win by Killing "King"

Secret Hitler 2016
Alliances: Secret
Asymmetric Player Powers
Blind Moderator
Randomized Setup
Team Play
Theme: Historical
Win by Achievement

The Resistance / Avalon 2012
Alliances: Secret
Asymmetric Player Powers
Blind Moderator
Fantasy / Sci-Fi
Randomized Setup
Team Play
Win by Points

Poker 1810
Bidding
Cards
Multi-Player
Randomizer: Blind Draw
Secret Information
Suits
Win by Points

Pit 1903
Open-Outcry
Suits

Flinch 1994
Cards
Drafting
Win by Getting Rid of Cards / Tiles

Bridge / Russian Whist 1886
4 Player (from Chaturaji)
Bidding
Bid for Trump Suit
Cards
Score Pad
Team Play
Win by Points

Cribbage 1630
Addition: Cards
Score Track
Suits
Win by Points

Mah Jong 1850
Cards / Tiles
Randomizer: Blind Draw
Suits

Coup 2012
Bluff (from Liar's Dice)
Fantasy / Sci-Fi
Life Points
Randomized Setup
Secret Information
Special Ability: Cards
Win by Killing Opponents

Mafia / Werewolf 1987
Alliances: Secret
Asymmetric Player Powers
Uses Moderator
Randomized Setup
Team Play
Win by Killing Opponents

Ombre 1611
Bid for Trump Suit
Cards
Suits

Dominoes 1500
Cards / Tiles
Combinatorial
Connected: 1D (see Pente)
Growing Play Area
Shape: Domino
Win by Getting Rid of Cards / Tiles

Madiao 1300
Asymmetric Player Powers (from Hnefatafl)
Cards / Tiles
Multi-Player
Randomizer: Blind Draw
Secret Information
Shifting Alliances
Suits
Win by Trick Taking

Tarot Card Games 1425
Suits
Team Play
Trump Cards
Special Ability: Cards
Win by Points

Magic the Gathering 1993
2 Player
Collectable Card Game
Deck Construction Prior to Play
Economic
Fantasy / Sci-Fi (from Dungeons and Dragons)
Flippable / Tappable Pieces
Life Points
Special Ability: Cards
Suits (from Tien Gow)
Win by Killing Opponent

Chinese Dominoes / Tien Gow 1120
Cards / Tiles
Combinatorial
Guaranteed to End
Multi-Player
Randomizer: Blind Draw
Random Setup
Secret Information
Shape: Domino
Win by Trick Taking

Leaf Game 866
Cards / Tiles
Chinese
Rules Unknown

Star Realms 2014
Deck Building
Fantasy / Sci-Fi
Life Points
Special Ability: Cards

Pokémon 1995
Collectable Card Game
Crowning / Promoting / Evolving
Fantasy / Sci-Fi
Flippable / Tappable Pieces
Special Ability: Cards
Suits

Dominion 2008
Deck Building
Economic
Special Ability: Cards
Win by Points

Mystic Vale 2016
Card Building / Evolving Pieces
Fantasy / Sci-Fi
Push Your Luck
Special Ability: Cards

Wits and Wagers 2005
Bidding
Trivia
Win by points

Grammatical Conversation or English Grammer Familiarised 1790
Cards
Educational: Language
Win by Knowledge

Oförberedd "Unprepared" 1942
Randomizer: Blind Draw
Trivia
Voting

Hyakunin Isshu 1200
Cards
Japanese
Memory
Educational: Poetry
Win by Knowledge

Trivial Pursuit 1981
Randomizer: 6 Sided Dice
Randomizer: Blind Draw
Trivia
Win by Knowledge

Timeline 2010
Trivia
Win by Knowledge

Go Fish / Happy Families 1851
Cards
Memory
Randomizer: Blind Draw
Secret Information
Suits
Win by Points

Eye-Witness 1950
Bluff (from Liar's Dice)
Memory
Trivia
Voting

Gobblet 2000
2D Board
Memory
Connected: In-A-Row (Tic Tac Toe)
Stackable Pieces
Win by Connectivity

Unknown 20 Sided Dice Game 200 BC
Randomizer: Dice
Ptolemaic Egypt
Shape: Icosahedron
Word Game

CodeNames 2016
Uses Moderator
Secret Information
Win by Deduction (from Mastermind)
Word Connectivity (from Charades)
Word Game

Boggle 1972
2D Board
Randomizer: Letter Dice (from
Win by Points
Word Game

Scrabble 1938
2D Board
Connected:2D
Connected: In-A-Row (from Pente)
Secret Information
Special Ability: Spaces
Tiles
Randomizer: Blind Draw
Win by Points
Word Game

Qwirkle 2007
Cards / Tiles
Connected:2D
2D Suits / Combinatorial
(see Dominoes)

Abalone 1987
2 Player
Hexagonal Board
Piece Pushing
Kill by Pushing Off Board
Win by Points

Chinese Checkers 1893
Hexagonal Board (from Congo)
Jumping
Multi-Player
Pure Strategy (2 player)
Win by Racing

Draughts / Checkers 1243
Crowning / Promoting / Evolving
Compulsory Capture
Kill by Jumping
Minimal Rules

Alquerque 1000
Kill by Jumping
Minimal Rules

Ludus Latrunculorum 50 BC
2 Player
2D Board
Different Piece Powers
Kill by Pincering
Pieces on Spaces (from Senet)
Pure Strategy
Roman
Theme: Warfare
Win by Immobilizing

Chess 1475
2 Player
2D Board
Crowning / Promoting / Evolving
Different Piece Powers
Kill by direct attack
Theme: Warfare
Win by Killing "King"

Chaturanga 600
2 Player
2D Board
Crowning / Promoting / Evolving
Different Piece Powers
Indian
Kill by Direct Attack
Pieces Present at Start
Pieces Move
Theme: Warfare
Win by Killing Opponents

Shogi & Dai Dai Shogi both1500
2 Player
2D Board Shogi (9x9)
2D Board Dai Dai Shogi (17x17)
Captured Pieces Switch Sides
Japanese
Kill by direct attack
Theme: Warfare
Win by Killing "King"

Chaturaji 1030
4 Player
2D Board
Different Piece Powers
Different Piece Points
Kill by direct attack
Piece Chosen Randomly
Points Gained by Killing
Randomization: 4 Sided Dice (from Mehen)
Win by Points

Xiangqi / Chinese Chess 762
2 Player
2D Board
Crowning / Promoting / Evolving
Different Piece Powers
Life Points
Randomizer: Dice
Uses Moderator (Mastermind)
Win by Killing "King"

Yinsh 2003
2D Board
Catch-Up Mechanic
Guaranteed to End
Hexagonal Grid
Minimal Rules (from Go)
Shrinking Play Area
Ties Impossible

Connect Four 1974
2D Board
Connected: In-A-Row
Minimal Rules
Pure Strategy
Win by Connectivity

Score Four / 3D Tic Tac Toe 1967
3D Board
Connected: In-A-Row
Minimal Rules
Pure Strategy
Win by Connectivity

Gomoku / Pente 1000
2D Board
Connected: In-A-Row
Minimal Rules
Pure Strategy
Win by Connectivity

Tic Tac Toe 1300 BC
Egyptian
Connected: In-A-Row
Small (3x3 Board)
Win by Connectivity

Go 3500 BC
2 Player
2D Board
Chinese
Handicap System
No Repeated Position
Kill by Surrounding
Minimal Rules
Pieces Added
Pure Strategy
Pieces on Intersections
Pieces Fixed
Shape: Square
Ties Impossible
Win by Points

Mancala 600
2 Player
1D Cyclic Board
African
Communal Pieces
Compulsory Capture
Multiple pieces per space
Pieces Present at Start
Pure Strategy
Win by points
Win by immobilizing

T'shu-p'u / Pachisi 400
1D Cyclic Board
Kill by Direct Attack
Killed Pieces Restart
Multi-Player
Randomizer: 2 Sided Cowry Shell "Dice"
Shape: Cross
Win by Racing

Talisman 1983
1D Cyclic Board
Asymmetric Player Powers
Each Player has Board (from Battleship)
Fantasy / Sci-Fi
Random Strategic Movement
Special Ability: Spaces (from Monopoly)
Win by Racing

Shadows over Camelot 2005
2D Board
Alliances: Secret (from Mafia)
Asymmetric Player Powers
Co-Operative
Fantasy / Sci-Fi
Randomizer: Dice
Win by Killing Opponents

Dungeons & Dragons 1974
Asymmetric Player Powers (from Hnefatafl)
Co-Operative
Evolving Pieces
Fantasy / Sci-Fi
Life Points (from Liar's Dice)
Role Playing Game
Randomizer: Dice
Uses Moderator (from Mastermind)
Win by Making a Fun Story (from What Do You Buy?)

Descent 2005
2D Board
Asymmetric Player Powers
Co-Operative
Fantasy / Sci-Fi
Life Points
Randomizer: Dice
Uses Moderator (Mastermind)
Win by Killing Opponents

Gloomhaven 2017
Asymmetric Player Powers
Evolving Pieces
Fantasy / Sci-Fi
Co-Operative
One Time Play
Win by Killing Opponents

Pandemic 2008
Co-Operative
World Map (from Risk)

Pandemic Legacy 2015
Co-Operative
One Time Play (from Train)

Hanabi 2013
Cards
Co-Operative
Secret Information
Suits

Charades 1750
Perception: Other People
Secret Information (from Liar's Dice)
Win by Deduction
Win by Making a Fun Act

Pictionary 1985
Drawing
Perception: Other People
Secret Information
Timed
Uses Moderator
Win by Deduction

Dixit 2010
Perception: Other People
Secret Information

Mysterium 2015
Fantasy / Sci-Fi
Perception: Other People
Secret Information
Win by Deduction

What Do You Buy? 1850
Secret Information
Win by Making a Fun Story

Apples to Apples 1990
Perception: Other People
Uses Moderator (from Mastermind)
Whimsical Choice
Word Connectivity
Win by Making Fun Connections

Cards Against Humanity 2009
Adult
Perception: Other People
Whimsical Choice
Word Connectivity
Win by Making Fun Connections

Strip Poker 1916
Adult
Cards

Gorilla Marketing 2018
Randomizer: Dice
Whimsical Choice
Win by Making a Fun Slogan

Star Wars: X-Wing Miniatures Game 2012
Continuous Board
Fantasy / Sci-Fi
Rulers & Turning Devices

Tikal 1999
Action Point Allowance
Hexagonal Grid
Neutral Pieces
Revealed Board

Space Hulk 1989
Asymmetric Player Powers
Action Point Allowance
Fantasy / Sci-Fi
Map

Java 1999
3D board
Action Point Allowance
Hexagonal Grid
Neutral Pieces
Revealed Board

Ambush! 1983
Action Point Allowance
Different Piece Powers
Hexagonal Grid (from Congo)
Map
Special Ability: Spaces

Tactics 1953
2D Board
Different Piece Powers (from Chaturanga)
Map
Special Ability: Spaces

Kriegsspiel / Prussian Military Game 1824
Continuous Board
Map
Rulers & Turning Devices

Twilight Struggle 2005
Randomizer: Blind Draw
World Map

Diplomacy 1954
Area Points
Connected: 1D (convoy)
Connected: 2D
Loser Kicked Out
Map
Negotiation: Secret
Special Ability: Spaces (from Senet)
Win by Killing Opponents

Civilization 1980
Connected: 2D
Map
Win by Points

Memoir '44 2004
Cards
Board Split in Three

Risk 1957
Connected: 2D
Multi-Player
Secret Information
Win by Killing Opponents
World Map

Stratego 1944
2D Board
Different Piece Powers (from Chaturanga)
Kill by Direct Attack
Secret Information
Win by Killing Opponents

Battleship 1931
2D Board
Secret Information
Each Player has Board

Brass: Lancashire 2007
Connectivity Points
Map
Win by Points

Tigris and Euphrates 1997
Connected: 2D
Map
Pieces in Suits (from Bridge)
Secret Information
Wins: Points in Worst Suit

Settlers of Catan 1995
Area Control / Majority Points
Connectivity Points
Hexagonal Grid (from Hex / Nash)
Negotiation: Open-Outcry (from Pit)
Randomized Setup (see Pick up Sticks)
Win by Points

Acquire 1964
Area Control / Majority Points
Connectivity Points
Connected: 2D
Secret Information

Lord of the Rings: The Confrontation 2002
2D Board
Asymmetric Player Powers
Different Piece Powers
Kill by Direct Attack
Secret Information
Win by Killing Opponents

Kingdom Builder 2012
Area Control
Area Points
Connectivity Points
Randomized Setup
Win by Points

Istanbul 2014
Randomized Setup

Thurn and Taxis 2006
Area Control
Area Points
Connected: 1D
Connectivity Points
Map
Win by Points

Elfenland 1998
2D Board
Map
Connected: 1D
Randomizer: Blind Draw
Win by Completing Path (from The Icosian Game)

El Grande 1995
Area Control / Majority Points
Area Points
Bidding (from Bridge)
Common Piece

Power Grid 2004
Catch-Up Mechanic (from Yinsh)
Connected: 2D
Bidding (from Ra)
Map

Wacky Wacky West 1991
Cards / Tiles (from Chinese Dominoes)
Connected: 1D
Secret Information
Points Lost for Being Killed
Voting (from Eye-Witness)
Win by Points

Scotland Yard 1983
Asymmetric Player Powers
Connected: 1D (from Dominoes)
Map
Win by Deduction

Clue 1944
Map
Secret Information
Win by Deduction

Mr. Reel: The Fireside Detective 1937
Win by Deduction
Win by Making a Fun Act (from Charades)

Kingdomino 2016
Cards / Tiles
Connectivity Points (from Settlers of Catan)
Drafting
Scoring by Multiplication
Win by Points

Machi Koro 2012
Addition: Dice Rolls
Cards (from Leaf Game)
Drafting
Everyone has Own Play Area
Push Your Luck: Strategic
Randomizer: 6 sided Dice
Win by Points

Bulls and Cows / Mastermind 1990
Combinatorial (from Dominoes)
One Player Makes Puzzle
Secret Information
Uses Moderator
Win by Deduction (from Charades)

Battle Line 2000
2 Player
Cards
Everyone has Own Play Area
Push your Luck: Strategic
Suits
Proof & Deduction (see Mastermind)

7 Wonders 2010
Cards
Everyone has Own Play Area
Score Pad (from Bridge)
Simultaneous Drafting (see Flinch)
Attack Neighbouring Players

Lost Cities 1999
2 Player
Cards
Draft from Discards
Everyone has Own Play Area
Push your Luck: Strategic
Push your Luck: Tactical (from Liar's Dice)
Suits
Win by Points (from Cribbage)

King of Tokyo 2011
Alliances: Shifting
Everyone has Own Play Area
Evolving Pieces (from Dungeons and Dragons)
Life Points (from Dungeons and Dragons)
Push Your Luck
Randomizer: 6 sided Dice
Win in Two Ways
Win by Killing Opponents
Win by Points (from Chaturaji)

Yahtze 1956
Addition: Dice Rolls
Everyone has Own Play Area
Push Your Luck: Strategic
Randomizer: 6 sided Dice
Win by Points

Tumblin' Dice 2004
Multiplication: Dice Rolls
Location of Dice Matters
Physical: Flicking (from Marbles)
Win by Points

Dudo / Perudo / Liar's Dice 1530
Americas
Bluff
Estimation
"Life Points"
Push Your Luck: Tactical
Randomizer: 6 sided Dice
Secret Information
Win by Killing Opponents

Shut the Box 1750
Addition: Dice Rolls (see Cribbage)
Push Your Luck: Strategic (from Backgammon)
Randomizer: 6 Sided Dice
Win by Points

Mia 600
Nordic
Bluff
"Life Points"
Push Your Luck: Tactical
Randomizer: 6 sided Dice
Secret Information
Win by Killing Opponents

Backgammon 480
1D Linear Board
Killed Pieces Restart
Multiple Pieces per Space
Push Your Luck: Strategic
Special Ability: Number of Pieces
Random Strategic Movement
Randomizer: 6 Sided Dice
Win by Racing

Royal Game of Ur 2600 BC
2 Player
Luck & Strategy
Mesopotamia
Pieces Added
Pieces Move
Pieces on Spaces
Randomizer: 4 Sided Dice
Random Strategic Movement
Win by Racing

Senet 3100 BC
Educational: Religion
Egypt
Luck & Strategy
Pieces Move
Pieces on Spaces
Randomizer: 2 Sided "Dice"
Random Strategic Movement
Shape: Rectangle
Special Ability: Spaces
Theme: Religious

Hypothesized Proto-Rectangular-Game 3500 BC?
Egypt and Mesopotamia began were on the same trading network starting about 3500 BC.

Mehen 3000 BC
1D Linear Board
Egypt
Guaranteed to End
Pieces Added
Pieces Move
Pieces on Spaces
Randomizer: 4 Sided Dice
Random Strategic Movement
Shape: Spiral
Shape: Tetrahedron
Win by Racing

Hypothesized Proto-Snake-Game 3100 BC?
Egypt and the Indus Valley Civilization were on the same trading network starting about 3100 BC.

Gyan Chauper / Snakes and Ladders 3000 BC
1D Linear Board
Educational: Religion
Indus Valley Civilization
Pure Luck
Random Movement
Randomizer: 6 Sided Dice
Special Ability: Spaces
Theme: Religious
Win by Racing

Bingo / Lo Giuoco del Lotto D'Italia 1530
Connected: In-A-Row (from Tic Tac Toe)
Everyone has Own Play Area
Pure Luck
Randomizer: Blind Draw
Win by Connected: In-A-Row

Virtue Rewarded and Vice Punished 1818
1D Linear Board
Educational
Pure Luck
Theme: Religious
Shape: Spiral
Win by Racing

Candyland 1949
1D Linear Board
Cards
Pure Luck
Randomizer: Blind Draw
Win by Racing

Prime Climb 2014
1D Linear Board
Educational Game: Mathematics
Random Strategic Movement
Shape: Spiral
Win by Racing

The Game of Life 1860
1D Board
Randomizer: Spinning Top
Religious Theme
Win by Racing

Patolli 200
1D Cyclic Board
2 Player
Americas
Gambling
Pieces Added
Pieces Move
Pieces on Spaces
Randomizer: 2 Sided "Dice"
Shape: Cross
Special Ability: Spaces
Win by Racing

Bikee 1899
1D Board
Modular Board
Randomizer: Spinning Top
Win by Racing

Hare and Tortoise 1979
1D Linear Board
Luck & Strategy
Special Ability: Spaces
Strategic Movement
Win by Racing

Stramash / Sorry! 1776
1D Cyclic Board
Killed Pieces Restart
Randomizer: Blind Draw
Win by Racing

Monopoly 1903
1D Cyclic Board
Economic
Educational Game: Capitalism
Special Ability: Spaces (from Snakes and Ladders)
Random & Strategic Movement

Jacks / Knucklebones >3500 BC
Egyptian
Physical: Catching
Proto Dice

Marbles 2500 BC
Egyptian
Indus Valley Civilization
Rules Unknown
Physical: Flicking
Win by Points

Tiddlywinks 1888
Physical: Flicking

Twister 1966
Physical: Whole Body

Pick up Sticks 1850
Physical: Dexterity
Chaotic Start
Minimalist Rules

Crokinole 1876
Must Hit Opponent
Protected Points
Physical: Flicking
Shape: Circle
Shape: Octagon
Team Play (see Tarot Card Games)
Win by Points

Pitch Car 1998
1D Cyclic Board (from Patolli)
Physical: Dexterity
Physical: Flicking
Win by Racing

Jenga 1983
Physical: Balance
Physical: Dexterity
Minimalist Rules (from Go)

Junk Art 2016
Physical: Balance

Pigs in Clover 1889
Physical: Dexterity
Maze
Puzzle
Shape: Circle

The Icosian Game 1857
2D Board
Connected: 1D (from Dominoes)
Pure Strategy
Puzzle
Shape: Dodecahedron
Win by Completing Path

Wooden Labyrinth 1946
2D
Physical: Dexterity
Maze
Puzzle
Win by Completing Path

Perplexus 2009
3D (from 3D Tic Tac Toe)
Maze
Physical: Dexterity
Puzzle
Shape: Sphere
Win by Completing Path

Race to El Dorado 2017
Deck Building
Drafting (from Flinch)
Map
Win by Racing

RoboRally 1995
2D Board
Cards
Evolving Pieces (from Dungeons and Dragons)
Life Points (from King of Tokyo)
Multi-Player (from Chaturanga)
Programmable Movement
Straight line Damage
Upgradable Pieces
Win in Two Ways
Win by Killing Opponents
Win by Racing (from Hare and Tortoise)

Magic Maze 2017
Co-Operative (from Pandemic)
Expanding Map
Maze
Real Time
Communal Pieces
Win by Racing

Captain Sonar 2016
2D Board
Life Points (from King of Tokyo)
Real Time
Team Play
Secret Information
Win by Killing Opponents

Have ideas to this better?
Contact me: gord@mathpickle.com